

MINE FOR GOLD WITH MANNY MOLE



GAME INSTRUCTIONS

CONTENTS:

100 cards in 5 different colors from 1 to 20

AIM OF THE GAME

Lay your cards wisely to create as many corridors as possible. When you complete a corridor of cards, you get to collect the cards as your reward. And whoever has the most cards at the end of the game wins.



Note: Some of the cards have graphical details depicted on them like a worm, a diamond, fish bones, dinosaur bones or a phone. These details serve no other purpose in the game than for pure amusement.

WHAT YOU NEED TO DO BEFORE YOU CAN PLAY

Are you playing for the first time? Then sort out all the silver cards before you begin and put them off to the side. The silver cards are only needed in the version for advanced play. Shuffle the remaining cards and deal out **12 cards, face down, to each player. Put 2 more cards face up in the middle of the table.** This is your **card layout**. Do both cards have the same color? Then lay the cards next to one another in ascending order. Do the cards have different colors? Then lay one below the other in the middle. It doesn't matter which color goes on top or on the bottom. Put the remaining cards back into the card pack. Now the game can begin!

Throughout the course of the game, you will be adding additional cards to your card layout. Make sure that you always lay the numbered cards from left to right in ascending order.

HOW TO PLAY

At the beginning of each round, each player selects one of his cards and lays it face down in front of him on the table. Once everyone has laid down a card, everyone then turns it over simultaneously. Now look at the numbers and the colors of the cards you just turned over. These will determine who gets to put his card into the card layout first.

- **Highest numbered card:** Did you turn over the highest numbered card? Then you get to be the first to lay down your card into the center. The player with the second highest card goes next, and so on until the player with the lowest numbered card also lays down his card.
- **Same numbered card:** Have two or more of you turned over a card with the same number on it? Then the color of the card will determine who goes first. If one of the cards is yellow, then lay this card down first. After yellow comes red, then green and finally blue.

Example – order hierarchy:

The blue 15 goes first (highest number), followed by the two 10 cards (according to the color hierarchy) and lastly the red 7.



Note: The cards in the following illustrated examples are depicted according to color and card number for a better overview.

Rules for laying cards

You can lay your cards in a **row** or in a **column**. Like colors are laid in **rows**. Different colors are laid in **columns**.

Is there already a card with the same color in the layout?

Then lay your card in the corresponding row. The numbers in a **row** must be laid in an **ascending order**. That means:

- If your card has the highest number of the row, lay it on the right, if it has the lowest number, lay it on the left of the row.
- If your card is neither the highest, nor the lowest number of the row, lay it **on top** of the card already in the row **closest in number** to yours, so that a small pile is formed.

Note: Want to know the easiest way to determine which card is closest to yours in number? Always subtract the lowest number from the next higher number. The result is the distance between the two numbers. If your card has the same distance to more than one card, you get to choose where you want to lay your card.

Examples – laying cards in rows:

Eve lays her red 15 to the right of the red 8.



Josh's red 9 is neither the highest, nor the lowest card in the red row. He lays his card on top of the red 8, as this card is the closest in number to his ($9 - 8 = 1$).



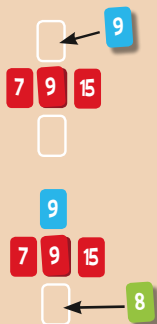
Are there no cards with matching color in the layout yet?

Then start a **new row**. Lay your card above or below the card closest to yours in number. If your card has the same distance to more than one card, you get to choose where to put it. Columns of different colors begin to take shape. One column may have a maximum of four different colors.

Examples – laying cards in columns:

Eric can lay his blue 9 above or below the red row. He lays his card above the red row. The red 9 is the closest in number to his 9, so he lays his card directly above this card.

Julia's green 8 has the same distance to the red 7, the red 9 and the blue 9 ($9 - 8 = 1$ and $8 - 7 = 1$). So Julia gets to choose if she wants to lay the green 8 below the red row, or above the blue row. She lays her green 8 below the red 9.



Once everyone has laid his card, a new round begins.

Complete a corridor and win points:

A corridor is complete when ...

- 4 cards of the same color are **next to one another** in a row.
- 4 cards in 4 different colors are **aligned vertically** in a column.
- 4 cards of the same color are stacked on top of one another in a **pile**.



The numbers on the cards are of no significance.

Have you completed a corridor? Excellent! Remove the corridor of cards from the center and put them into a pile in front of you, face up. There may be more than 4 cards in the corridor, if it also included piles of cards stacked on top of one another. The stack is now your **treasure chamber**.

Were you able to complete two or even three corridors at the same time by laying your card? Great! You get to remove all completed corridors of cards from the center and put them in your treasure chamber.

Closing gaps:

When you remove one or more corridors from the center, you may leave some gaps behind in the layout of cards. You have to close the gaps right away by moving the cards left behind. When closing the gaps, you have to observe the following rules:

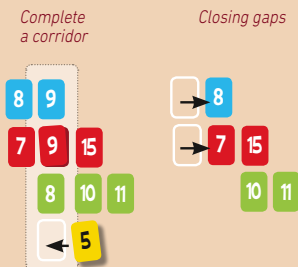
- **Move as few cards as possible:** Have a look at the gaps left behind. Are they in one or multiple rows? Then simply move the cards of the row together horizontally to close the gaps. Make sure that you move the fewest cards possible.
- **Take the shortest way:** Are any of the cards isolated from the rest of the card layout? Then you have to move them back into the layout. Move them the shortest distance possible either horizontally or vertically. Then check to make sure that there is still only one color per row.
- **Connected layout of cards:** After closing the gaps, all the cards in the layout must be connected to the rest of the cards on at least one side. It is not enough if only their corners are touching.

Note: In rare cases, you may have more than one way to close a gap. As long as you follow the rules above, you can decide yourself which way you want to move the cards.

Look at the following examples:

Example – gaps in rows:

Josh completes a corridor with the yellow 5. He takes the corresponding cards and puts them down in front of him. He then closes the gap by moving the red 7 and the blue 8 to the right. This way, he has to move only 2 cards. If he moved the red 15 and the green 10 and 11 to the left, he would have had to move 3 cards.



Example – isolated cards:

Eve lays a red 16 in the card layout. This completes a corridor in the red row. She takes the red cards and puts them in her treasure chamber. Now the blue 9 is isolated from the rest of the cards in the layout. Eve closes the gap by moving the card downwards. This is the shortest way with the fewest cards. The blue 9 is now above the green 8.

Complete
a corridor



Closing gaps



Example – pile:

Eric lays a red 12 on the red 11. The red 9 and the red 8 were already beneath the red 11. So there are now 4 cards on top of one another in a pile. He takes the cards and puts them down in front of him. He then closes the gap by moving the red 13 to the left.

Complete
a corridor



Closing gaps



Example – multiple corridors:

Julia lays a red 13 in the card layout. This completes a corridor in the red row, as well as one in the column (15, 13, 12, 10). She removes the cards of both corridors. All that remain are the blue 9 and the green 8. She closes the gap by moving the green 8 upwards. Alternatively, she also could have moved the blue 9 downwards.

Complete
a corridor



Closing gaps



Example – free choice:

Eve lays the green 9 on the pile (2, 4, and 7) and completes a corridor. She removes the 4 cards (2, 4, 7, and 9). She closes the gap by moving the green 1 to the right.

Things could look a little different this way: Eve could also remove the 4 cards (2, 4, 7, and 9). In this case she would have two ways to close the gap. She could either move the green 1 to the right, or the green 10 to the left.

Complete
a corridor



Closing gaps



Special case: chain reaction

After closing a gap, it is possible that another corridor of 4 cards is completed either in a row or in a column. Lucky devil! You get to take the cards of the newly completed corridor, too. Remember to close the gaps after taking the corridor of cards.

Example – chain reaction:

Josh lays a yellow 10 and removes the corridor of cards (15, 9, 8, and 10). He closes the gap by moving the green 12 and the yellow 11 to the left. A new corridor of cards forms (9, 7, 12, and 11). He also removes these cards from the center. All that is left is the red 5.



Note: When removing corridors, it may happen that you remove all the cards from the center. No problem. The next card to be played simply starts a new row in the center.

END OF GAME

The game is over as soon as everyone has laid all their cards in the center. Have you removed all the completed corridors from the center? Excellent! Everyone then counts up his cards in his treasure chamber. The player with the most cards wins! There can be more than one winner.



GAME VARIATION FOR ADVANCED PLAY

Do you want to add more options to the game? Then try the version for advanced play. The game is played as described above with the following changes:

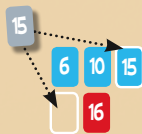
Take the silver cards out of the box. Shuffle all the cards and deal out 12 cards, face down, to each player. Put two more cards face up in the middle of the table. But to start, no silver cards can be in the center. If this is the case, put them back into the box. Turn over new cards until two cards are in the center that have the colors yellow, red, green or blue. Now the game can begin!



Silver cards are joker cards. They are always a substitute for one of the other colors. That means you can lay them in any row you want. But they are in last place in the color hierarchy. And you cannot start a new row with silver cards.

Example:

Josh can lay the silver 15 in the red or in the blue row. If he decides for red, he lays the silver 15 left next to the red 16. If he decides for blue, he lays it on top of the blue 15. In this case, if someone lays a silver card on top of another color, it can even have the same number.



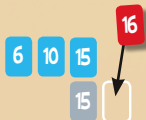
Special cases

No cards left in the **center**? This is the only time when you can start a row with a silver card. However, the next yellow, red, green or blue card must be laid next to it in a row. This card then determines the color of the row.

Is only one silver card left in a row after removing a corridor of cards? In this case, too, the next yellow, red, green or blue card must be laid next to it, as long as there are no other rows of that color already in the center.

Example:

Eric is not allowed to start a new row with the red 16. Instead, he has to lay it to the right of the silver 15.



If you collect silver cards in the course of the game, add them to your other cards in your treasure chamber just as you would any other cards that you collect. In the event of a tie, the player with fewer silver cards in his treasure chamber wins. If the game is still tied, it ends as a draw.

THE MOST IMPORTANT RULES AT A GLANCE

Who gets to go first?

- The card with the highest number goes first, the lowest card goes last.
- If the card numbers are the same, the color hierarchy determines who goes first:

1. Yellow, **2.** Red, **3.** Green, **4.** Blue, **5.** Silver

How must the cards be laid?

- Lay the same colors in rows and different colors in columns.
- Always lay cards in a row from left to right in ascending order:
 - Highest number of a row: lay to the right.
 - Lowest number of a row: lay to the left.
 - Neither the highest, nor the lowest number of a row:
lay the card on top of the card closest to it in number
- Begin a new row: lay the card next to the card that is closest in number

How to close gaps?

- Move as few cards as possible
- Take the shortest way
- After closing a gap, all the cards must be connected on at least one side.

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